

CLAIMS

What is claimed is:

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1. A method of training comprising the steps of
generating simulation content;
delivering the simulation content to one or more participants via a computer network;
monitoring the one or more participants' responses to the simulation content; and
providing feedback to the one or more participants.
2. The method of claim 1, further including the step of generating one or more synthetic characters.
3. The method of claim 2, wherein the feedback is provided by the one or more synthetic characters.
4. The method of claim 2, wherein the one or more synthetic characters are used to alter the simulation content.
5. The method of claim 1, wherein the feedback is provided by an instructor.
6. The method of claim 1, further comprising the steps of
generating a representation of expected responses to the simulation content; and

alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

7. The method of claim 1, further comprising the step of altering the simulation content in response to the one or more participants' responses.

8. The method of claim 1, wherein the simulation content depicts military scenarios.

9. The method of claim 1, further comprising the step of delivering immersive audio to the one or more participants.

10. The method of claim 1, wherein the computer network comprises the Internet.

11. A training apparatus comprising

means for generating simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content; and

means for providing feedback to the one or more participants.

12. The apparatus of claim 11, further including means for generating one or more synthetic characters.

13. The apparatus of claim 12, wherein the feedback is provided by the one or more synthetic characters.

14. The apparatus of claim 12, wherein the one or more synthetic characters are used to alter the simulation content.

15. The apparatus of claim 11, wherein the feedback is provided by an instructor.

16. The apparatus of claim 11, further comprising

means for generating a representation of expected responses to the simulation content; and

means for alerting an instructor of the one or more participants' responses when the one or more participants' responses deviate from the representation of expected responses to the simulation content.

17. The apparatus of claim 11, further comprising means for altering the simulation content in response to the one or more participants' responses.

18. The apparatus of claim 11, wherein the simulation content depicts military scenarios.

19. The apparatus of claim 11, further comprising a means for delivering immersive audio to the one or more participants.

20. The apparatus of claim 11, wherein the computer network comprises the Internet.

21. A simulation method comprising the steps of

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generating simulation content;

generating a representation of expected responses to the simulation content;

delivering the simulation content to one or more participants via a computer network;

monitoring the one or more participants' responses to the simulation content;

comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

altering the simulation content in response to the one or more participants' responses.

22. The method of claim 21, further including the step of generating one or more synthetic characters.

23. The method of claim 21, wherein the simulation content depicts military scenarios.

24. The method of claim 21, further comprising the step of delivering immersive audio to the one or more participants.

25. The method of claim 21, wherein the computer network comprises the Internet.

26. A simulation apparatus comprising

means for generating simulation content;

means for generating a representation of expected responses to the simulation content;

means for delivering the simulation content to one or more participants via a computer network;

means for monitoring the one or more participants' responses to the simulation content;

means for comparing the one or more participants' responses with the representation of expected responses to the simulation content; and

means for altering the simulation content in response to the one or more participants' responses.

27. The apparatus of claim 26, further including a means for generating one or more synthetic characters.

28. The apparatus of claim 26, wherein the simulation content depicts military scenarios.

29. The apparatus of claim 26, further comprising a means for delivering immersive audio to the one or more participants.

30. The apparatus of claim 26, wherein the computer network comprises the Internet.

31. A simulation apparatus comprising

a database containing simulation content;

one or more participant workstations;

a web server for delivering the simulation content to the one or more participant workstations;

an instructor interface for displaying information to an instructor and receiving input from the instructor;

one or more participant interfaces connecting the web server to the respective one or more participant workstations; and

an artificial intelligence engine for analyzing input into the one or more participant workstations and altering the simulation content in response to the input.

32. The apparatus of claim 31, further comprising a means for generating one or more synthetic characters.

33. The apparatus of claim 32, wherein the one or more synthetic characters are represented by digital video.

34. The apparatus of claim 32, wherein the one or more synthetic characters are represented by one or more static photographs.

35. The apparatus of claim 32, wherein the one or more synthetic characters are represented by a plurality of articulation photographs.

36. The apparatus of claim 31, further comprising one or more authoring tools for generating additional simulation content.

37. The apparatus of claim 31, further comprising a means for delivering immersive audio to the one or more participant workstations.

38. The apparatus of claim 31, further comprising a means for providing feedback.

39. The apparatus of claim 31, further comprising a system activity database for logging information generated in response to the simulation content.

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